

## Star Wars

### Wizard's RPG Stories

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Rough and Tundra

Adventure Settings and Scenarios For the Greater Javin

By Craig R. Carey, Jason Fry, and Daniel Wallace

Salmakk? Clabburn?

Aye, I remember them two plague wasps just fine. The one, he was the bravest Mon Cal I ever seen. A Hoth blizzard'll freeze and split an unprotected fish-man's skin in thirty minutes, but that hardly scared old Salmakk - - I seen him come out of his cave with a blaster in one hand and a slugthrower in the other, fair bellowin' for us to come get him if we were men enough. And after seein' that, some of us found we weren't. Ain't heard his name in years, and that's fine by me.

But Clabburn? Made Salmakk look like an Alderaanian peace delegate. Plain mean - - even for a Mugaari. Used to tell his pirates to take as many captives alive as they could. Not for ransom. For spacin'. Grim to say, but he liked to see 'em die. He was an old bull when he took that Wolf-man cruiser years back on the Anoat, and I hear that score made him a rich old bull. Rich enough to retire or hide, and if he's still hidden, kid, best let him stay that way. I know you think you're fast with a BlasTech, but every young gun thinks that. Findin' Clabburn's likely to be the last mistake you ever make.

- - Fenn Gilbrantes, Yarith Sector Ranger (retired)